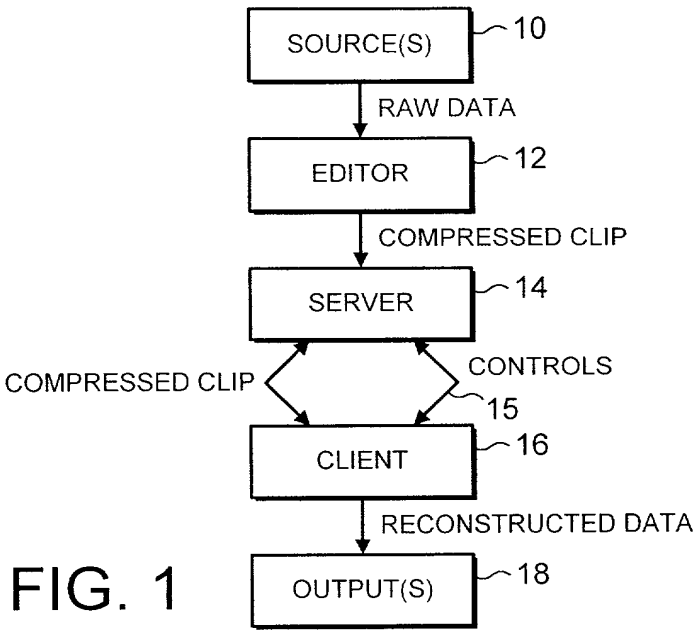
SOURCE(S)
10
RAW DATA
EDITOR
12
COMPRESSED CLIP
SERVER
14
COMPRESSED CLIP
CONTROLS
15
CLIENT
16
RECONSTRUCTED DATA
OUTPUT(S)
18

FIG. 1

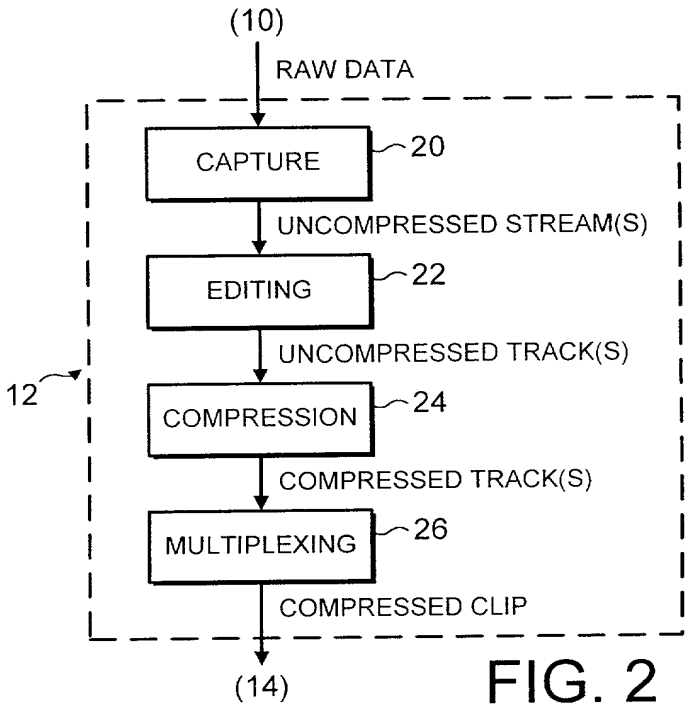
(10)
RAW DATA
CAPTURE
20
UNCOMPRESSED STREAM(S)
EDITING
22
UNCOMPRESSED TRACK(S)
12
COMPRESSION
24
COMPRESSED TRACK(S)
MULTIPLEXING
26
COMPRESSED CLIP
(14)

FIG. 2

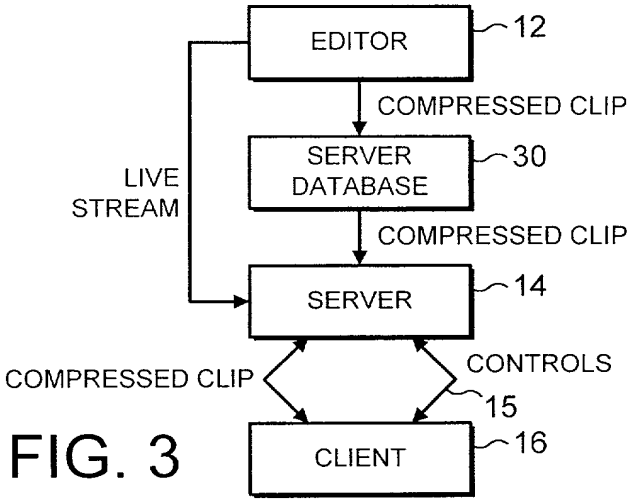
EDITOR
12
COMPRESSED CLIP
SERVER DATABASE
30
LIVE STREAM
COMPRESSED CLIP
SERVER
14
COMPRESSED CLIP
CONTROLS
15
CLIENT
16

FIG. 3

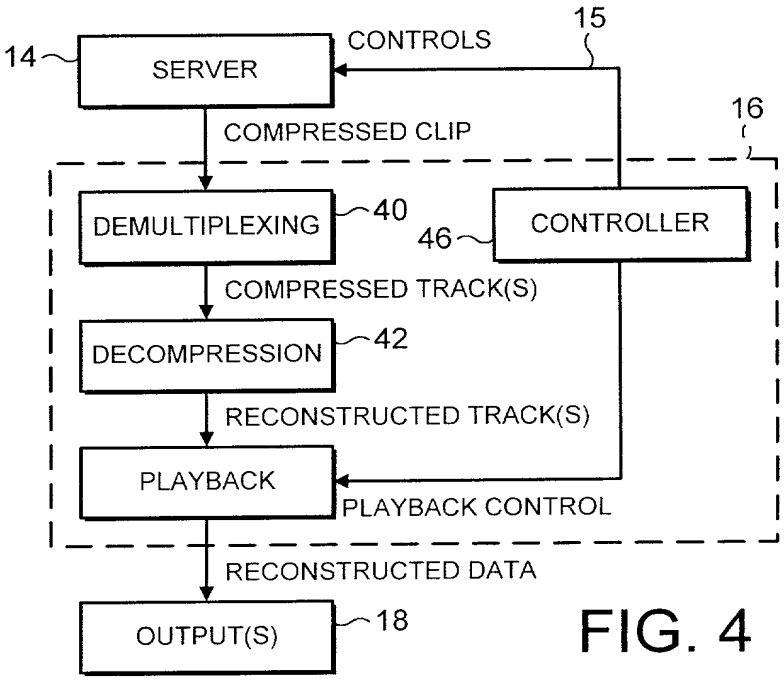
14
SERVER
CONTROLS
15
COMPRESSED CLIP
16
DEMULTIPLEXING
40
46
CONTROLLER
COMPRESSED TRACK(S)
DECOMPRESSION
42
RECONSTRUCTED TRACK(S)
PLAYBACK
PLAYBACK CONTROL
RECONSTRUCTED DATA
OUTPUT(S)
18

FIG. 4

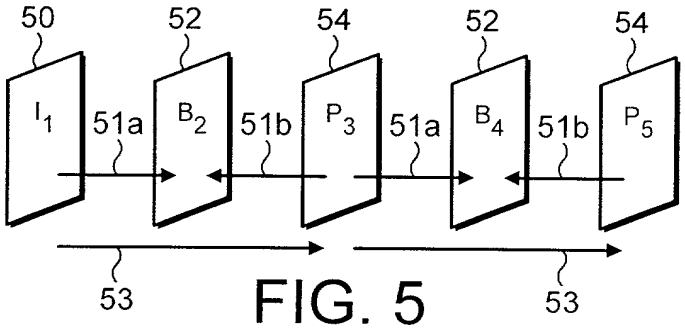

FIG. 5

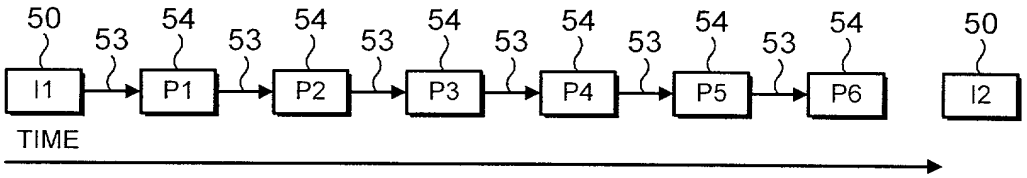

FIG. 6

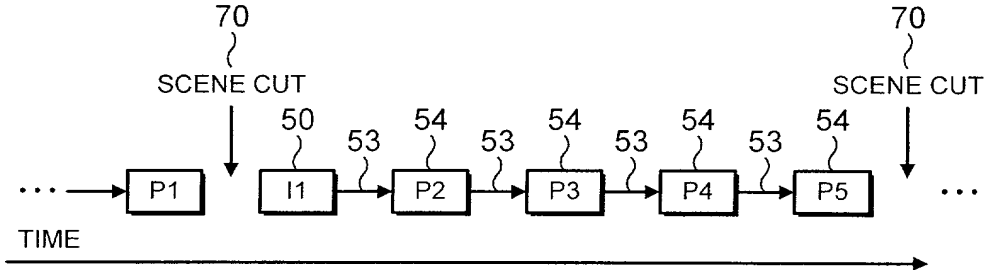

FIG. 7

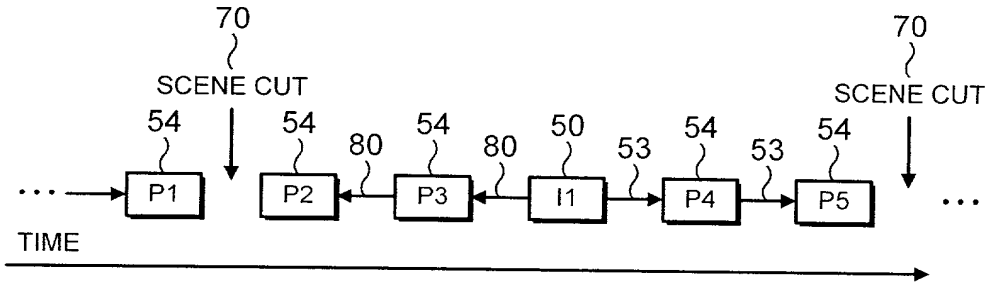
70
SCENE CUT
70
SCENE CUT
54
54
80
54
80
50
53
54
53
54
P1
P2
P3
I1
P4
P5
TIME

FIG. 8

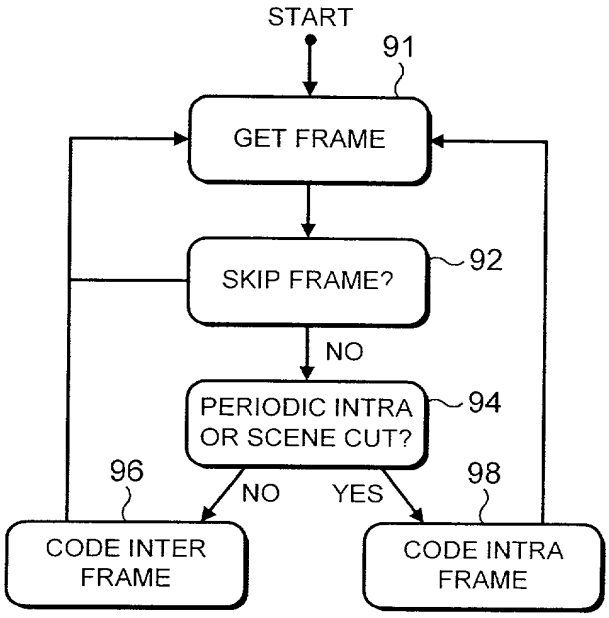
START
91
GET FRAME
SKIP FRAME?
92
NO
PERIODIC INTRA
OR SCENE CUT?
94
96
98
NO
YES
CODE INTER
FRAME
CODE INTRA
FRAME

FIG. 9

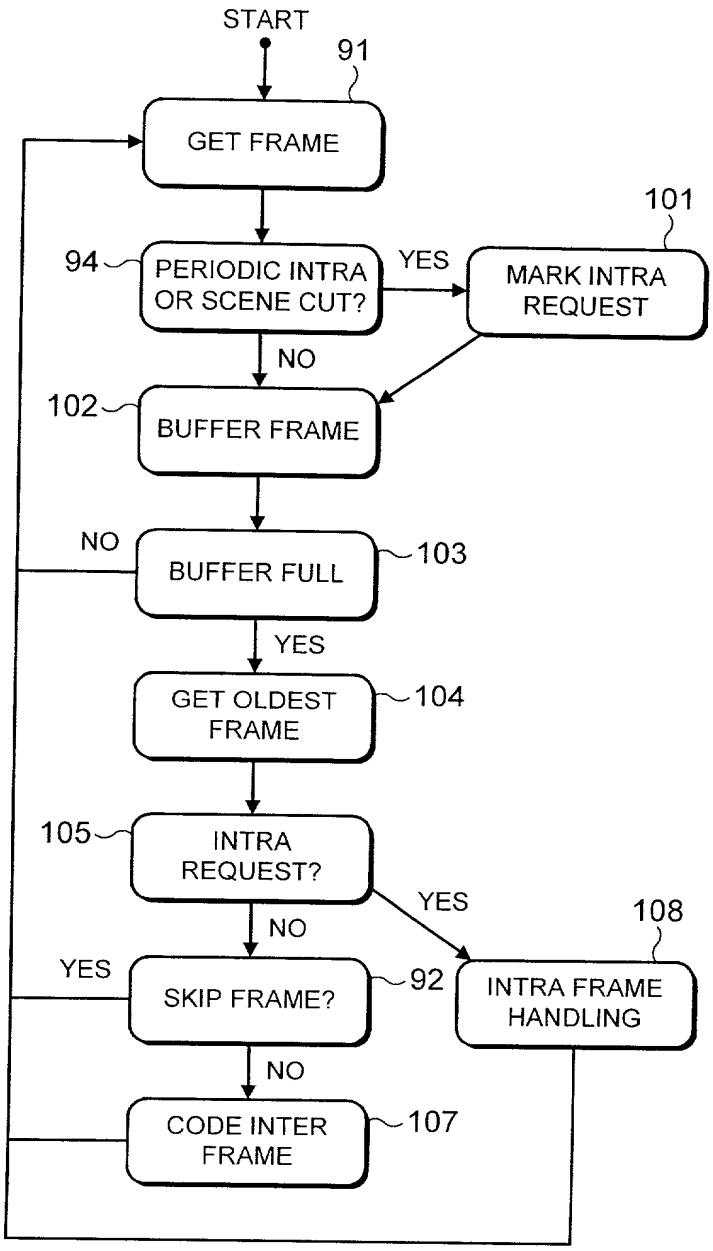
START
91
GET FRAME
101
94
PERIODIC INTRA OR SCENE CUT?
YES
MARK INTRA REQUEST
NO
102
BUFFER FRAME
NO
BUFFER FULL
103
YES
GET OLDEST FRAME
104
105
INTRA REQUEST?
YES
NO
108
YES
SKIP FRAME?
92
INTRA FRAME HANDLING
NO
CODE INTER FRAME
107

FIG. 10

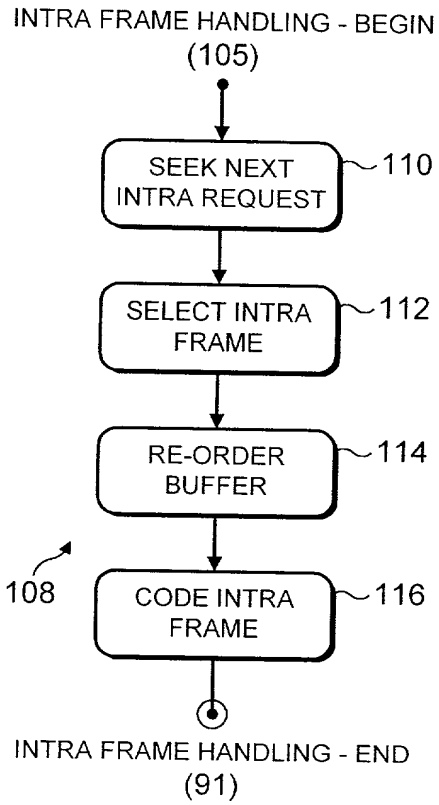
INTRA FRAME HANDLING - BEGIN
(105)
SEEK NEXT INTRA REQUEST
110
SELECT INTRA FRAME
112
RE-ORDER BUFFER
114
108
CODE INTRA FRAME
116
INTRA FRAME HANDLING - END
(91)

FIG. 11

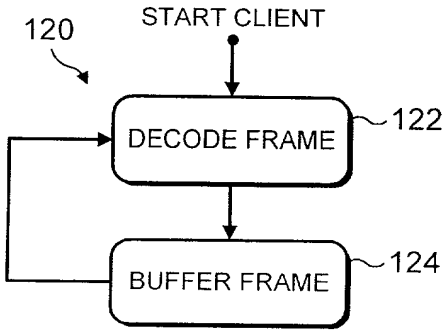
120
START CLIENT
DECODE FRAME
122
BUFFER FRAME
124

FIG. 12

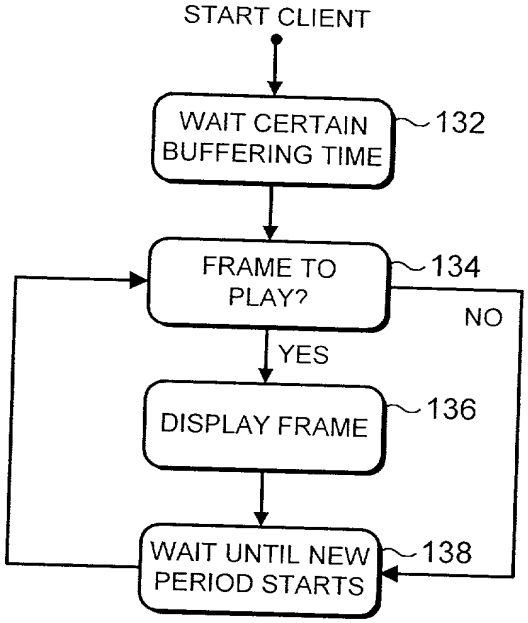
START CLIENT
WAIT CERTAIN BUFFERING TIME
132
FRAME TO PLAY?
134
NO
YES
DISPLAY FRAME
136
WAIT UNTIL NEW PERIOD STARTS
138

FIG. 13

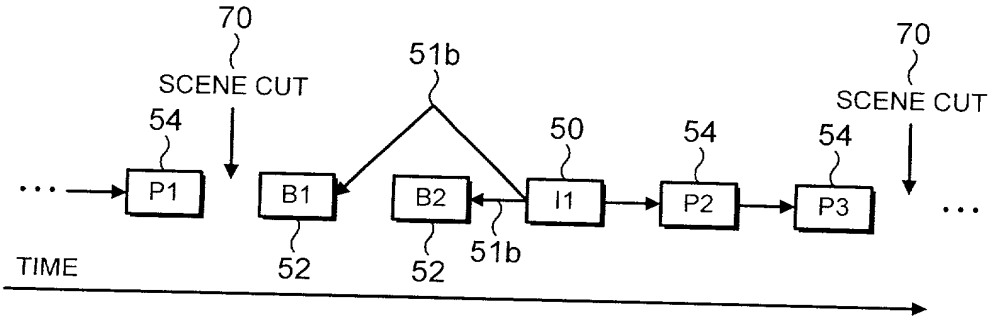
70
SCENE CUT
54
51b
50
54
54
70
SCENE CUT
P1
B1
B2
I1
P2
P3
TIME
52
52
51b

FIG. 14

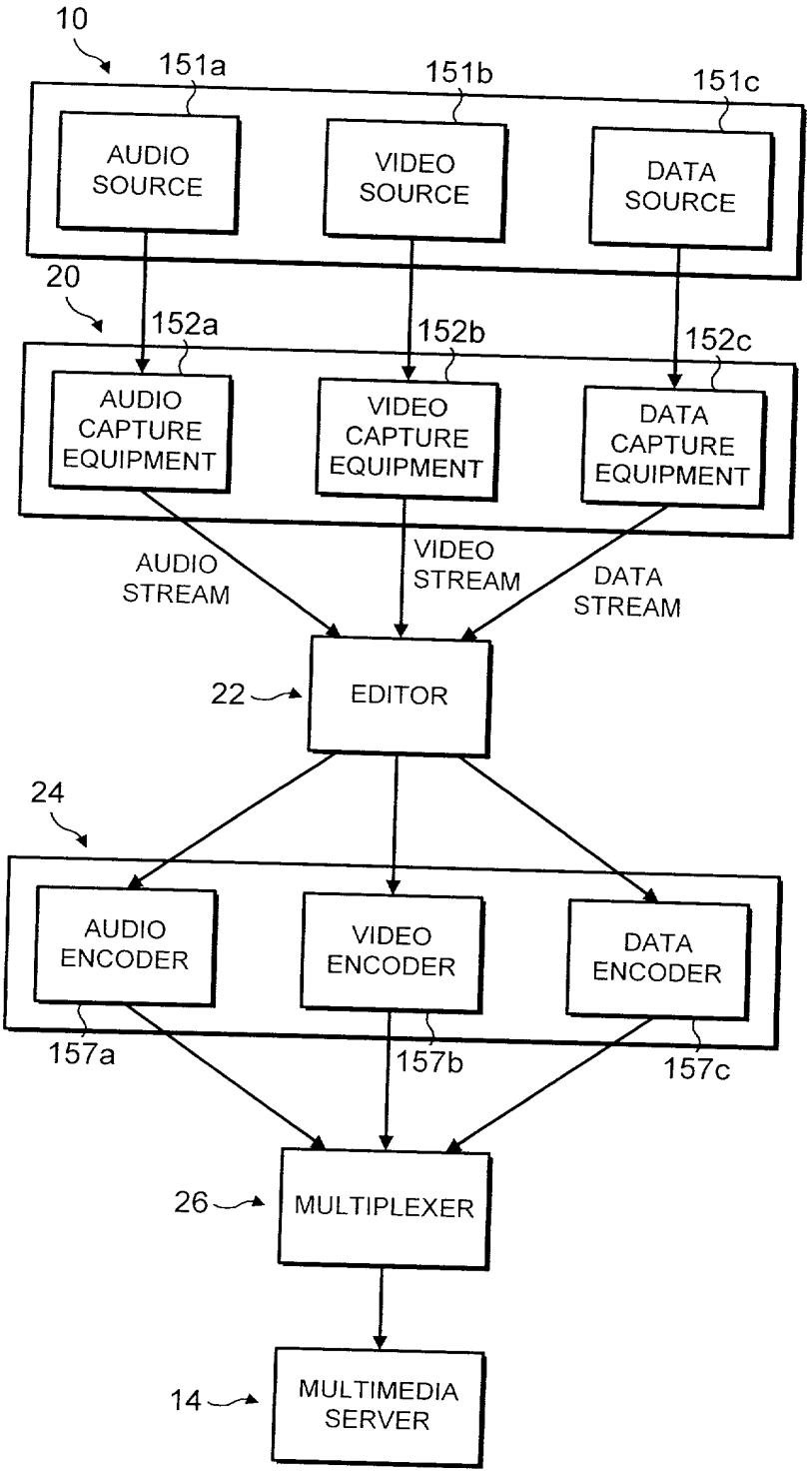

FIG. 15

MULTIMEDIA CONTENT CREATION AND RETRIEVAL SYSTEM

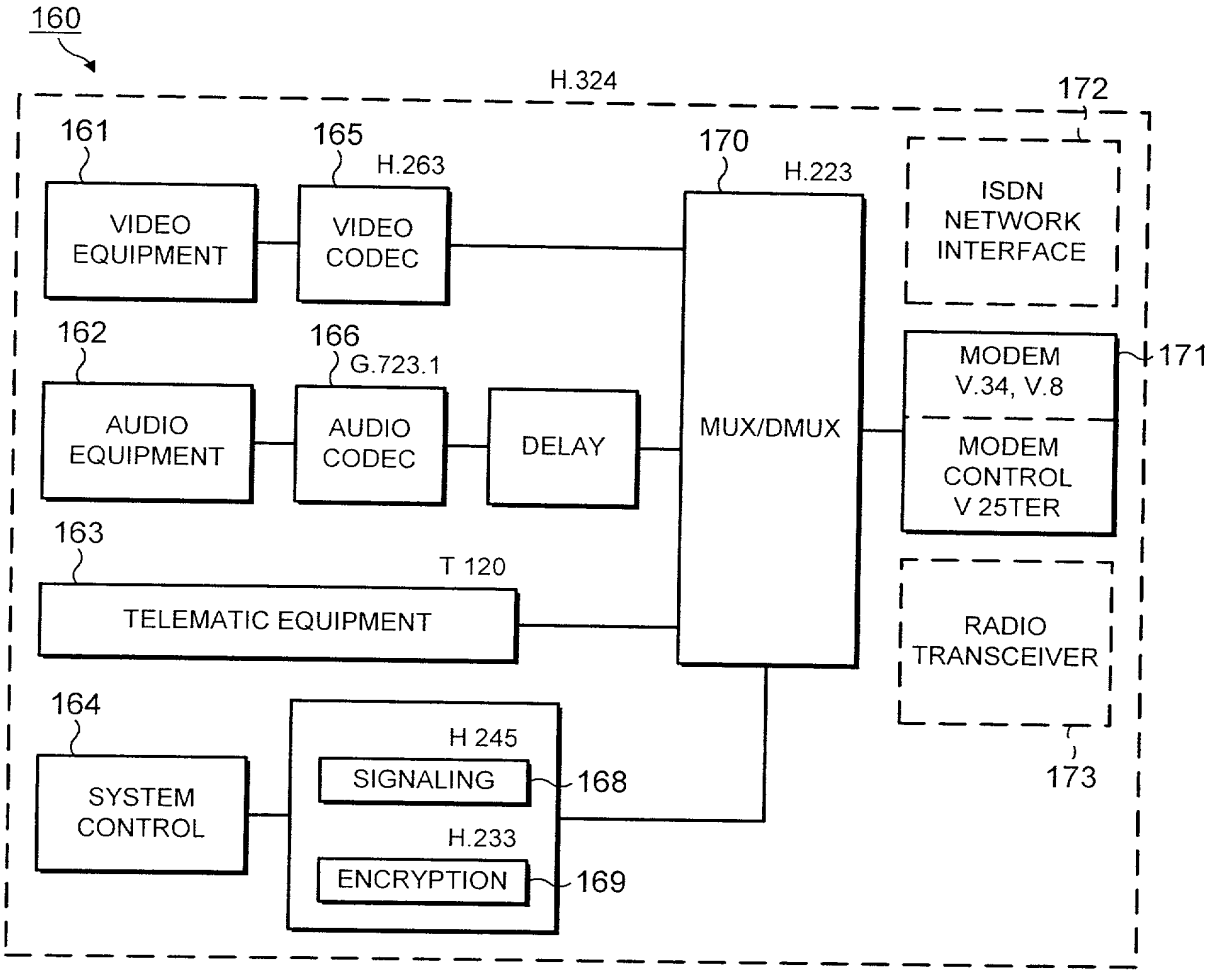

FIG. 16

GENERIC MULTIMEDIA TERMINAL